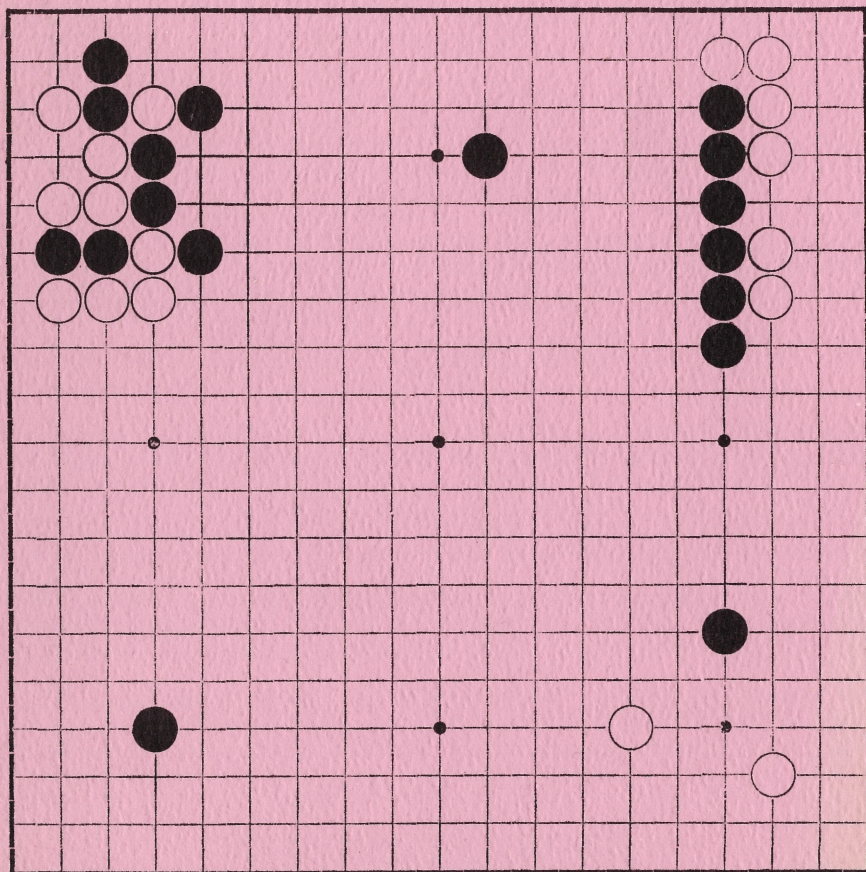


THE AMERICAN GO JOURNAL

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VOLUME 11, NO. 3

JULY/AUG 1976



BLACK TO PLAY. WHERE IS THE VITAL POINT OF THIS FUSEKI?

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EDITORIAL

The AGJ has a new look (as if you hadn't noticed already). There are other innovations inside: professional game records presented without commentary, an article on the relevance of go to life, Korschelt (algebraic) notation for the kyu commentary, and more. What do you think? This journal, after all, is meant to stimulate go thinking.

This smaller format AGJ will (ostensibly) save money which can be used to encourage go. It is not smaller in space. At 20 pages it is the same size; at 24, it is 20% larger. Size really implies nothing. Content and the use and usefulness of that content is crucial. The AGJ will continue to be a source of clear commentary and instruction in English on the game. As the principle organ of the national organization it must also serve to aid in the advancement of the game and the AGA.

I have recently been dumbstruck by the unwillingness of many avid go players to part with the meagre \$7 yearly AGA dues. The many players who know the AGA exists, have seen the AGJ, are in contact with AGA members, and play at AGA clubs and have yet to join us is surprising. The benefits of an increased popularity of go would accrue to everyone who plays the game whether casually or in tournaments. Imagine, for example, U.S. go professionals, newspaper go columns, permanent go clubs, substantial regional and national tournaments, more books and the wider distribution of those books in English; that there are as many as there are now is a result of the increase in popularity so far.

I will do everything I can to make this journal a desired acquisition for any go player of any strength, but the real selling must be done by the AGA members and particularly by those who run clubs or come in contact with many non-AGA players. In the last year the membership of the AGA, after a remarkable period of growth, fell! The potential is there. The British Go Association has roughly as many members as the AGA with $\frac{1}{4}$ the population.

All of us are players 1st and organizers 2nd; but each of us has the chance, directly and in our own way, to encourage others to join, build club play, organize tournaments, and generally make our existence known. It is my opinion that all regular members or attenders of an AGA club should be AGA members.

\$7 a year, whether a club has dues or not, is very little to require. If all people want is a place to play the game on a regular basis, they will find the \$7 for it. And they may find six AGJ's, a rating, rated game/tournament play with other AGA members, a membership list, and the communications link of the AGA a buy they hadn't bargained on.

TOURNAMENT CALENDAR

- 18 July / East Side Go Circle Open Tournament / 10:30am at Eastside Chess House, 406 E 88th St., N.Y.C./Sections/Club Honinbo and Kyu eliminations
THIS TOURNAMENT REPLACES THE ONE ORIGINALLY SCHEDULED FOR 22 Aug.!
- 1 Aug./NY Go Club Summer Champ.s/10:30am at the club, 24A W10th St., NYC/ Open, Kyu, Handicap Sections/ call 212-260-5640 or L.Brauner 201-433-1250.
- 7 Aug. to 21 Aug./ European Go Congress/ Cambridge, England/ See p.4 for details.
- August - New York Go Club Honinbo and Kyu Eliminations. Contact:L.Brauner.
- 22 Aug. East Side Go Circle Open Tournament - CANCELLED.
- 19 Sept./2nd Ann.Conn Open/ Co-sponsored by the Fairfield County Go Club and the Stamford Conn. Board of Recreation/ 9:30am - registration, 10am - play/ Sterling Youth Center on Newfield Ave., Stamford, Conn./ Fee: \$5 in advance, \$6 at the door./ Sections / \$50 guaranteed prize in the open section/ Players should bring sets and clocks if possible/ Time: 1 hr. per player, 30 sec. byo-yomi/ AGA membership required / AGA rated/ For info call: Frank Sarno 212-262-5203 (days) or Sandy Seidler 203-323-9703 (evenings)
- 26 Sept / Eastern Semi-finals of the Honinbo and Kyu Championships / Open to pre-registered club champions / Spectators welcome / 10:30am at the East Side Chess House, 406 E 88th St. (just east of 1st Ave.) / See below for more information.

HONINBO AND KYU CHAMPIONSHIPS

The East Coast semi-final will be held Sunday 26 September 1976 at the East Side Chess House, 406 E. 88th St., N.Y., N.Y. (just east of 1st Ave) beginning at 10:30am. Both Dan and Kyu sections will be straight knock-out and cash prizes will be awarded in addition to the two winners going on to play the West Coast champions by telephone. All club representatives must pre-register by 15 September. Entrance fee: \$6. Make checks or money orders payable to the AGA and send to the AGA P.O. Box. For more information contact Terry Benson, Larry Brauner, or John Stephenson.

It is hoped that as many clubs as possible will participate. It is up to individual AGA members who have no specific club affiliation to find a club and enter its elimination match. If there is only one contestant for the right to represent the club, the club may simply appoint that person to represent them in the Semi-Final; but the club (not the individual) must then inform the AGA. Some clubs hold "open" elimination matches; the East Side Go Circle (July 18) and the N.Y. Go Club (sometime in August) are examples. Any member may compete to represent the club. The AGA stipulates that 1) All elimination matches anywhere at the club level and up must be AGA rated and the full results must be reported along with the winners. All participants in such matches must be AGA members (or join before the match begins). 2) An AGA member may compete in only ONE elimination match. 3) The two clubs (east and west) who sponsor the Honinbo finalists split the cost of the phone call for the finals. 4) The Kyu finalists must travel to the clubs of the Honinbo finalists.

The AGA provides the cash prizes for the Championships. Honinbo: \$125, Kyu: \$75.

So far the editor has received no information about elimination matches on the west coast nor about a West Coast Semi-Final. West Coast members who feel that they or their club should participate are urged to contact the AGA's new secretary, Larry Brauner, besides organizing club eliminations and contacting other clubs themselves.

LARRY BRAUNER - NEW AGA SECRETARY

The AGA has added another active member to its executive board. Larry Brauner, 6 dan, president of the N.Y. Go Club and Jersey City Go Club, and publisher of the "Voice of the Go Movement" magazine, has accepted the post of secretary for, at least, the remainder of this year.

Larry is well known on the east coast for his many trips to far flung Go clubs and his efforts to spread go. His promotional abilities are a welcome asset to the AGA. Direct all correspondence to him via the AGA.

RATING SYSTEM REPORT

A memorandum on the rating system is under preparation and will be published in the next (Sept./Oct.) issue of the AGJ. Many changes have been made in the system. Two of the most important are 1) the method of computing "large corrections" (previously known as "bonus" points) has been altered to make the system respond more rapidly to improvement of a player's performance while slowing its response to a poor performance; and 2) non-tournament games no longer need be reported in three game matches; any game between AGA members will be entered into the system as worth one game subject to two constraints: the games MUST be reported by an AGA chapter and NO large corrections will be made based on non-tournament results.

The memorandum will include a simplified method for approximating a rating change based on a set of game results so that clubs and individuals may anticipate the new rating and give immediate feedback to the players. The published Rating Readout will remain the final authority on all ratings. This editor stresses once again that all clubs, especially those in areas without tournaments, should report as many games as possible between AGA members.

CALLING ALL HAMS! OR WATS OR TWX! COME IN PLEASE!

We know at least one "ham", amateur radio operator, who plays go: Ryan Massey (WB6EQK) of Riverside, California. Are there any others; and would you (plural) be willing to serve as the communications link for some long distance go games? Ever thinking of schemes to shrink the huge distances in this hemisphere, the AGA would like to find a way to cut the high cost of telephone matches. So will all you hams call in please and will anyone with access to a wats line or other unlimited phone privileges (including twx) get in touch with the AGA.

"WANTED TO BUY"

Out-of-print Go books, pamphlets, and magazines in reasonable condition. Send description and price to Anton Ninno, 562 Clarendon St., Syracuse, N.Y. 13210. Or would like to xerox your item if not for sale. All correspondence answered promptly.

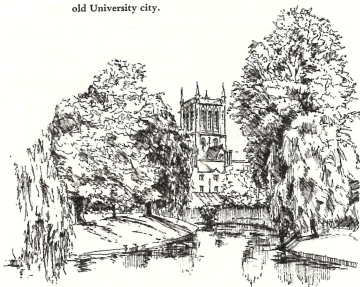
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20th EUROPEAN GO CONGRESS and GO CHAMPIONSHIP

基

The 20th European Go Congress is to be held in England for the first time since 1971. It is being organised by the Cambridge University Go Society, on behalf of the British Go Association. The Congress itself is to be held in St. Catharine's College Cambridge from 7th August to 21st August 1976, and we can assure you of a pleasant and relaxing stay in the beautiful surroundings of this old University city.



The House - Cambridge.

St Catharine's College Cambridge 7th to 21st August 1976

Registration Form

Name Grade kyu/dan
Address
Go Club/Association

I shall participate in I, II, III, V*

Date of Arrival Date of Departure
I shall be accompanied by persons
I enclose a deposit of (amount)†
I require a list of hotels/camp sites*
I can bring chess clocks, go sets*

Signature
Date

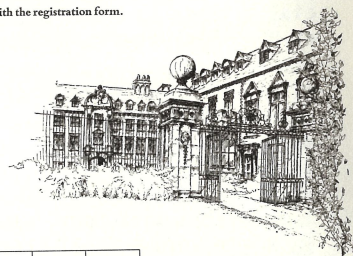
Please return to: P. S. FAGE
SIDNEY SUSSEX COLLEGE
CAMBRIDGE
ENGLAND

Closing date for entries: 30th June, 1976
(Entries after this date cannot be guaranteed).

*Delete as necessary
†Payment should be sent by international money order or bank draft to:

"EUROPEAN GO CONGRESS 1976"
Account No. 531231
Barclay's Bank
Bene't Street
Cambridge
ENGLAND

or by cheque with the registration form.



I European Individual Championship

Time limits: 3 hours per player with 60 seconds byo yomi
Starts 8th August 1976 at 1530 hours

II Main Tournament (for all other players)

Time limits: 1½ hours per player for players of 3 dan and above
2 hours per player for players from 2 kyu to 3 dan
1½ hours per player for everyone below 2 kyu
MacMahon system, starts 8th August at 1530 hours
Even game.

III Weekend Tournament

Time limits: 1 hour per player
Starts 14th August at 0930 hours
Ends 15th August at 1730 hours
Even game.

IV Lightning Tournament

Time: 15 minutes per player. Straight knock out. Handicapped.

V Zoned Handicap Tournament

Starts 9th August
Round robin handicap event in sections divided by strength.

VI Delegates Meeting

All events except I are open to non-Europeans.
Approximately a dozen prizes of \$20 each will be awarded.

Please Note

- Participants may arrive from the evening of 7th August.
- The Opening Ceremony will take place on the 8th August at 1430 hours. The Closing Ceremony and Prize giving will take place on 21st August at 1200 hours.
- It is hoped to arrange a full day excursion to Warwick Castle and Stratford, and a half-day excursion to Ely.
- Failure to arrive in time for the first round of I or II will seriously affect the chances of gaining a prize.
- We hope to present lectures and teaching games by professionals.
- Japan Air Lines will present a prize of a return air-ticket to Japan to EITHER the winner of the European Championship, providing he has not already won this prize in the previous 2 years, OR the next highest placed player who has not already won the prize in the previous 2 years.
- The organisers reserve the right to alter any details of this schedule.

7 AUG 76	—	I, II	I, II, V	I, II, V	I, II, VI	—	I, II, V
WEEK 1	7 AUG	8 AUG	9 AUG	10 AUG	11 AUG	12 AUG	13 AUG
14 AUG 76							
WEEK 2	I, II, IV	I, II	I, II, V	—	I, II, IV	I, II, V	I, II, V
20 AUG 76	14 AUG	15 AUG	16 AUG	17 AUG	18 AUG	19 AUG	20 AUG
	SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY

Cost of Accommodation and Meals, and Fees

- Overnight accommodation plus all meals: £5.00 per person per day irrespective of period of stay.
- Congress fees for participants:

For 2 weeks — £8.00 For 1 week — £5.00 For 1 day — £1.00

SPECTATORS FREE

Please Note

- Camping facilities are available about 8 miles from Cambridge City Centre.
- People participating only in the Weekend Congress must organise their own accommodation.
- We can supply a list of hotels or campsites on request.
- All accommodation in the College is in single rooms (no double rooms available); children under the age of 12 years cannot be accommodated.
- Participants must send in advance a deposit of at least 50% of their accommodation fee.

THE PASSING OF "THE GREAT KITANI"

On the 19th of December, Minoru Kitani, perhaps the greatest go teacher of all time and one of the creators of modern go fuseki, died. The Kitani dojo (school) has produced more of today's top players than any other by far. Included among Kitani's pupils are the present Honinbo - Ishida - and Meijin - Otake - as well as Kato, Koichi Kobayashi, Cho Chikun, Ohira and many others.

Kitani won few of the major tournaments in his career; succeeding only in winning the Top Rank Title from Sakata in 1955 and the NHK Cup in 1960. Three times he was the challenger for the Honinbo over a 12 year period. His games, however, are probably the best known of any modern player. Two of them have appeared in this journal. The "Tengen Manego" game between Kitani and Go Seigen (AGJ, Vol. 10, No. 1) played in 1929 soon after Go Seigen came to Japan began by Go Seigen (Black) playing on the center point and then imitating (mirror image) Kitani's moves up to B65! The 1st game that Kitani won with the "Shin Fuseki" (large scale opening) which he and Go Seigen had developed in the spring of 1933 was against Hasegawa. It appeared in the AGJ Vol.9 no.2. It was his third attempt to win with the new style, but having started the revolution nothing was to stop it. A nine stone handicap game played by Kitani can be found in the AGJ, Vol. 9, No. 6. The commentary on all of these games is by Kitani himself.*

The most famous of his games is undoubtedly that against "The Master of Go", Meijin Shusai, 21st and last of the hereditary Honinbos. This was the battle of the old against the new and no few words here could compare with the beautiful treatment of this epic match - 40 hours per player, 15 sessions over 5½ months - found in Yasunari Kawabata's novel, The Master of Go. No student of the game who wishes to approach the spirit of go should neglect reading this enlightening book.

Kitani is gone; but his spirit, through his pupils and the revolution he began, is still with us.

*Single copies of back issues of the AGJ may be obtained for \$2 each; a complete volume is \$7. Enclose a check or money order payable to the AGA with your request to the AGA, P.O. Box 397, Old Chelsea Station, NY 10011.

CLUB CHARTERS AND RANK DIPLOMAS

By the end of the year the AGA hopes to have two new services available to its members. First, a charter document will be available to all AGA clubs. When we have it, a club will be able to send in a request, a list of its officers (all of whom must be AGA members), its name, address, and telephone number (if any), and a fee to cover the cost. A yearly renewal of the charter - same information plus \$1 - will be required. A list of all AGA charter clubs will be compiled and published in the AGJ. These clubs alone will be eligible to select representatives for the 1977 and future Honinbo and Kyu Championships. Secondly, we hope to have Dan/Kyu rank diplomas available. The fees and method of qualification are under discussion by the executive board. A list of all the diplomas granted will be published in the AGJ (unless a member requests to be excluded from the list).

THIRD ANNUAL MARYLAND OPEN - BIGGEST AND BEST YET

The largest tournament this year was held in the Great Hall of the Student Union of Johns Hopkins University on May 30th. The five section tournament drew 39 players from the east coast including many from Va., W. Va., N.C., and Maryland. The strong Dan section was won by Baltimore's Shin A. Kang with tough competition from Young Paeng (Pittsburgh), Shin D. Kang, and Larry Brauner. The other sections were won by Ernie Harrison - Balt., Jin Bai Kim - Morgantown, W. Va., Richard Mercer - Richmond, Va., and tournament director Roger Barth.

The well-organized symmetry of the event was spoiled by the late arrival of the pre-registered editor of this journal. The 9 man

The well-organized symmetry of the event (8 player sections, maximum of three rounds) was spoiled by the late arrival of the preregistered editor of this journal. The 9 player B section took 12 hrs. and 5 rounds to result in a deserved win for a patient Mr. Jin Bai Kim of Morgantown and an appropriate loss for the late ed.

It was suggested by Roger Barth and Bob Gross that, to avoid similar problems in the future, all tournaments with pre-registration include a stipulation that a pre-registered player be automatically included in the 1st round pairings. If that player is late for the actual start of the round, a clock should be placed on the game and started. Thus the player will incur a time penalty to the extent of the lateness.

This excellent annual event is a good example of what a regional tournament can be.

LET'S GO OKLAHOMA!

The AGA welcomes the Oklahoma University Go Club! Recently created, the enthusiastic organization boasts 9 members who meet regularly in the Oklahoma Memorial Union at the University of Oklahoma. The club is open to anyone interested in go. The meeting day(s) and time are set each semester so it is best to contact Ron Schmidt, Pres., Jack Lindsey, V.P., or Michael Flory, Sec. for details. The club intends holding a tournament each semester!

VIRGINIA COMMONWEALTH UNIVERSITY GO CLUB

A new go club has been formed in the Richmond, Va. area. The VCU Go club has an initial membership of about 15 active players and enjoys the official recognition of VCU. The regular meeting time is Wednesdays at 6pm in room 430, Hibbs bldg. on the VCU campus. The club is in the process of obtaining official AGA recognition; there are two requirements 1) all officers of the club must be AGA members and 2) the club will hold regularly scheduled rated tournaments. A rated tournament is one in which all players are AGA members and the results are reported to the AGA.

SYRACUSE UNIVERSITY GO CLUB

For the information of anyone passing through this summer, the club will meet regularly on Thursday evenings, 7:30 pm until 12 in room 357, Link Hall (engineering bldg.) on the Syracuse U. campus. Visitors should call Anton Ninno, Pres. (315) 479-9073 or Mark Brown, office: (315) 423-3150 or home: (315) 479-8173 for more info about the club or Syracuse go players.

The Kyu Corner

{Please accept the use of Korscheldt (or algebraic) notation for the commentary in this game. Deadlines prevented the preparation of diagrams; and the limited number of diagrammed moves made the normal form (W20 at 83) unwieldy. E.g.: W three points down and one point left of 29, etc.Ed.}

MARYLAND OPEN GO CHAMPIONSHIPS Section A - Finals

White: Ted Drange, 1 kyu, Morgantown, W. Va.

Black: Ernie Harrison, 2 kyu, Crownsville, Md. - giving White $\frac{1}{2}$ pt. komi

Black won the game and the Section.
Moves after 100 omitted.

Commentary by Takao Matsuda

Go playing skill can be broadly divided into two aspects. One is the ability to solve "problems"; the other is to render "judgements". To resolve the sequence to kill a group uses the ability to solve problems; to decide that proceeding to kill that group would lose the game is a judgement.

There are many factors in rendering judgements, but one factor permeates every single play. It is "am I ahead or behind and to what extent". If a player is behind by 20 points, it would be ridiculous to play safe.

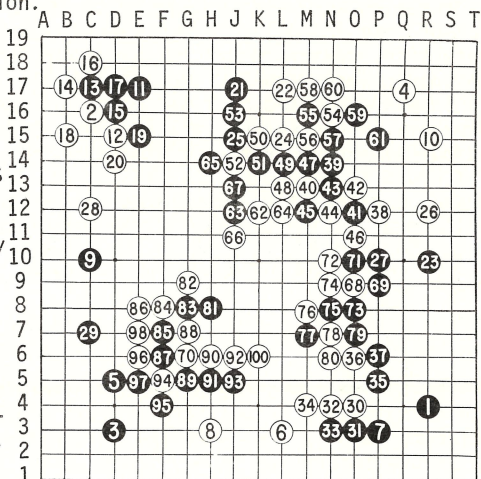


Fig. 1 1 - 100

99 @ 94

The game that follows is between a first kyu holding W and a second kyu holding B and giving $\frac{1}{2}$ point komi. In an even game, B normally gives from $4\frac{1}{2}$ to $5\frac{1}{2}$ points. This means that this is a contest which starts with W about 4 to 5 points behind. W's judgements should reflect this fact. The game starts placidly and continues to a deserved loss for W. The reader is asked to apply in the analysis that follows the factor of being ahead or behind.

W6, 8 was started by the 9th degree master Kitani. It is a slow paced opening dependent on two conditions: there is equalizing komi and an ability to play strongly later when it becomes necessary. Although in this game the komi was only $\frac{1}{2}$ point, W was justified in using this strategy. He could make a calculated judgement that over the long course of plays, because of the difference in playing strength, that B would make enough inferior plays to allow W to catch up and to overtake him.

This kind of windfall came with the very bad B13 - 19 sequence of plays. B13 should be played directly at 21. If W attacks at G17, B can fight with E15; or side-step confrontation by playing at M17, W at F16, B at 23; or resolve the G17 attack with a play at G18. The B19 for W20 exchange is poor for black because it does not properly protect this B group from invasion and also weakens the B9 stone. B has lost the initial advantage that it had.

B23 shows bravado, but was risky. B23 should be at 25 to strengthen this B group and at the same time indirectly support the B9 stone.

W24, allowing B25, returns the advantage lost by B and made the B23 gamble pay off. W24 should invade at G17. If B continues at H16, W at G16, B at G15, W at G18 to connect at either J18 or at D19.

W26 should be at D7 or even at C7. This judgement is based on 1) W is behind, 2) W20's strength calls for an invasion, and 3) W6 and 8 are stable enough not to be affected by the invasion's repercussions. This judgement is also reinforced by the realization that the invasion works, an ability to solve problems. After W at C7, if B at D7, W D8, B C8, W C9, B B8, W E8, and B at B7 resulting in an even exchange. If after W at C7, B D8, W C4, B C5, W D4, B E4, W C3, B E5, W B5, B B6, W B4, B C6, W E2; the result favors W. If after W at C7, B D8, W C4, B C3, W C5, B D4, W C8, B D9, W B9, B B10, W B3, B B2, W B4; again the result favors W.

W26 in exchange for B27 is questionable in itself, but more so in that B27 indirectly makes it less easy to invade at D7. W28 is poor; it extends small from strength and allows B to fortify his weakness. B29 was better placed at D8.

W30, a safe diminishing play, is not appropriate. It is time for more drastic action, for example, a play at S4. If B responds with R5, W R3, B Q3, W P8, B R8, W at R2 to live in the corner. If B responds at S3, W Q4, B R3, W Q6. If B responds with S5, W cuts at R5.

After W36, B37, there is little hope for W. W's efforts to make territory in the center, even if realized, would not be enough.

KATACHI

BY SAKATA, 9 DAN

Katachi is Japanese for shape. An expression such as "this is katachi" means that the shape is good and effective. Good Go depends critically on understanding and using katachi at all stages of the game.

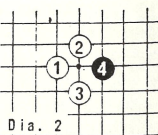
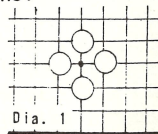
Why is katachi so important? To achieve strong formations economically it is necessary to use every stone to its full, and so we must learn the key points in the common shapes that occur in every game. An ability to recognize these key points quickly and certainly cannot fail to raise your strength.

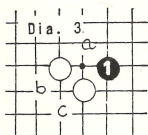
One aspect of good katachi is that with such formations eye-making becomes much easier - the stones work together efficiently to make eyes and thus are resilient when attacked. Let us look at this in terms of very simple diagrams and work from them to less obvious positions.

This position (known as ponnuki) is very efficient and strong, as the minimum number of stones has been used to make the eye.

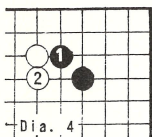
Diag. 1. This position (known as ponnuki) is very efficient and strong as the minimum number of stones has been used to make the eye.

Diag. 2. After White 3, Black 4 is a good move, as it prevents White from achieving the strong position of Diag. 1. Now White's position is much weakened by the presence of Black 4.

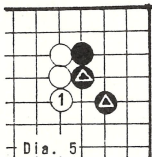




Diag. 3. Moving one stage further back, Black 3 occupies a vital point in this position, as would Black moves at "a", "b", or "c".

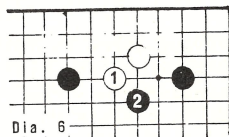


Diag. 4. What about this very common position? A little consideration shows that White 2 is a vital point, and so Black 1 is almost unconditionally forcing - just as he intended.

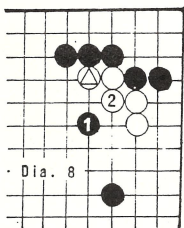
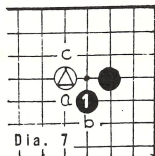


Diag. 5. White can never let Black play at 1 in this position. You should see the analogy between this position and the proverb "play hane at the head of two stones".

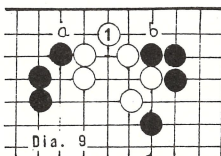
Diag. 6. This position comes from a well-known joseki. Black 2 is one of the vital points - and a joseki continuation, although rather complicated.



Diag. 7. In this case, however, Black 1 is much too slow. White has already played one of the key points of the formation, so Black, if he wants to play for the outside, should play at "a" or "b". Black's move is good when White's stone is at "c".



Diag. 8. White is severely attacked in this diagram by Black 1, the "eye-stealing" tesuji, and worse, he must give Black sente for further attacks when he connects at 2. White should play at 1 first.



Diag. 9. White 1 is katachi, as it gives him the chance to play at "a" or at "b" and wither way to make a second eye. These points are now "miai", that is, White is certain to be able to play one or the other of them and so secure life.

Try to apply these ideas in your next game - these shapes will almost certainly appear in it.

THE DEEPER MEANING OF GO

by Ken Veit

Go is more than a mere pastime, more than a contest of skill. It is a microcosm of life. Aficionados become addicted to Go in a way which transcends the devotion of serious players to other competitive games, even such popular "intellectual" ones as bridge.

To be sure, Go like other games has complex principles of strategy and tactics which, when successfully mastered, bring a sense of satisfaction and competence. But beyond its basic characteristics as a game, Go does more. It builds character in accordance with the classical Greek concept of gaining wisdom through suffering.

That seems like a tall order for a board game which seemingly involves none of the attributes of the so-called "character-building" team sports. A closer examination, however, reveals an amazing number of lessons which one learns in mastering Go which are valuable in other areas of life.

First, there is humility. If Go had been played in the ancient Semitic countries, the Bible undoubtedly would have contained a proverb that "Go breaketh the proud spirit." Having been "broken", however, there remains an incredible challenge to improve. What serious player has not had the experience of improving his game to the point where he understands the basics of attack and defense, strategy and tactics, etc., only to be trounced with 9 stones handicap by a much stronger player? The thought that you have progressed to the point where you can give 9 stones to weaker players, and still lose getting 9 from someone stronger, is most humbling. But when you realize that the stronger player in all likelihood must take 9 stones from still stronger players, and that there are individuals even superior to those stronger players, you can only marvel at the richness and depth of intellectual experience which is possible in this "game."

The balancing of one's natural tendency toward extremes is one of the most valuable lessons to be derived from playing Go. If one leans too heavily toward offense at the expense of defense (or vice versa); ignores strategy for tactics (or the reverse); is more aggressive than cautious (or is too timid), one's game suffers in direct proportion to the imbalance. Furthermore, the balance struck must vary according to the strength of your opponent. Learning this balance is usually fairly painful. But the selection of a proper balance in varying situations is nothing more than risk/reward analysis, an understanding of which is so vital in modern business.

Go also teaches the importance of timing. One must learn to place the right stone not only in the right place, but at the right time. The difference is frequently vital. For example, a deferred attack following some preliminary moves may be far more effective than an immediate one. On the other hand, the risk must be assessed that appropriate defensive moves will not be overlooked (or cannot be prevented) in the interim. Both timing and balance are involved in the tactical principle of sente. While seizing and holding the initiative (sente) is one of the most important concepts of Go, learning when to hold it and when to let go in order to consolidate one's gains is a critical lesson which is applicable in all areas of life.

Considerations such as these often require substantial mental effort. Practical results follow closely upon the course of action chosen, providing valuable feedback for future decisions involving similar problems. Go forces you to thoroughly consider as many alternatives as possible and to think through the ramifications of each potential choice of moves. This is valuable training for decision making outside of the game context, as it inculcates the practice of precise and thorough evaluation.

The game of Go may not be a team sport in the usual sense of interdependent participants, but success in Go involves all of the factors present in a team game, the "members" being the stones which must operate according to the same concepts as in team sports. The Go player is like a coach who has absolute control over the behavior of his players. Therefore, he is solely responsible for their performance and must be completely conversant with what it takes to be successful in team play. Inter-dependency, building on strength, covering for weakness, sacrifice of individuals for the greater good of the team, etc. are all involved. Because Go is an extremely subtle game, however, the variety of applications of team concepts is quite large. Probably the most difficult principle to put into practice for less experienced players is making each stone serve multiple purposes. Interestingly, maximum resource utilization is one of the most difficult things to achieve in business as well as in team sports.

I do not mean to imply that all of the lessons of Go which are valuable in other phases of life are economic and materialistic in nature. While Go is an extremely analytical game involving intense concentration, it is also an aesthetic game with "elegant" solutions to problems preferred, as in mathematics. Unlike theoretical math, however, where a blunt solution is as valid as a beautiful one, Go has the peculiar feature that aesthetically pleasing, "light" formations generally lead to better overall results than heavy-handed play, even though both may be tactically correct in a given situation.

Thus, Go, like art, combines the sublime and the practical. A masterwork of art is normally more valuable than the work of a less skilled artist. It is valuable because of its artistic content, but its economic value has no bearing on its artistic merit. One may succeed to some extent at Go, as in life, without style or class. But if one learns to play with grace, not only will he realize more enjoyment from his games, but his games will improve in result. It is no wonder then that in Japan the ability to play Go is counted as something which the successful man in any field is expected to have cultivated to some degree.

The editor will consider for publication short articles on go including particularly those on the following topics: biographies of top professionals, go history or anecdotes, go and go groups in other countries (Korea, China, Europe, etc.), book reviews, accounts of contact with foreign go players, and discussions of aspects of go from a broader humanitarities perspective.

(The editor thanks Mr. Anton Ninno of Syracuse for his suggestions on this subject.)

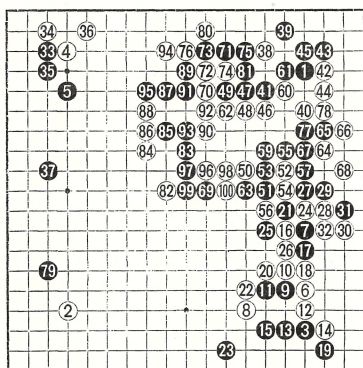
PROFESSIONAL GAME RECORDS

Many sources have recommended the playing over of professional games even without commentary. For players of any strength, the ability to see the vital point "instinctively", to "feel" the natural flow of the stones, and to make strong and good shape automatically is aided by seeing the professional style and the patterns found in professional games.

So, as an experiment for the readers and the editor, here are five games, without commentary, from the March issue of Igo Magazine played by an interesting collection of the top players. (Ed.)

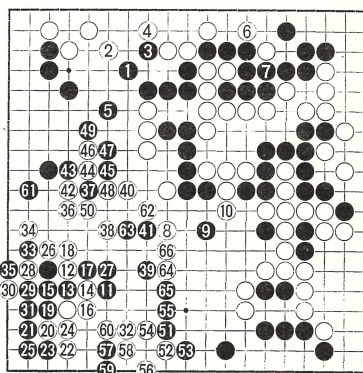
Tokyo TV Lightning Tournament - Game 2 - W: Rin. 10 Dan - wins in midgame
B: Kobayashi 7 Dan

166 plays.



1 (1—100)

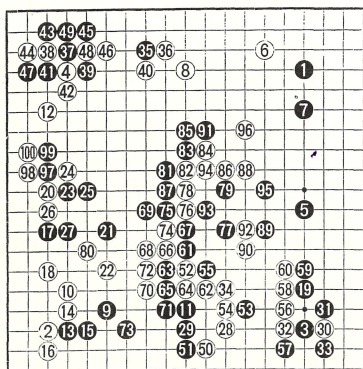
58 @ 21



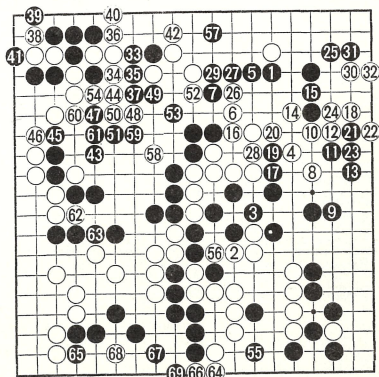
2 (101—166)

NHK (TV) Cup Tournament - Game 2 - White: Hashimoto, U 9 Dan
Black: Sakata 9 Dan - wins in midgame

169 plays



1 (1—100)

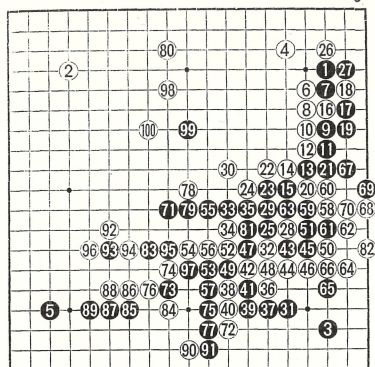


2 (101—169)

Holiday Rival Match - W: Cho 7 Dan

B: Kobayashi 7 Dan - wins by ½ point

205 plays

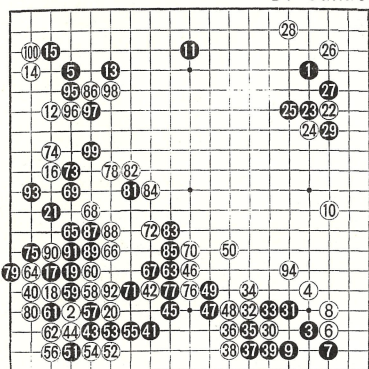


40 fills left of 36

Holiday Rival Match - W: Fujisawa, S 9 Dan - wins in midgame

B: Sakata 9 Dan

156 plays



1 (1—100)

Japan Television Series - Game 7
W. Rin, 10 Dan Wins by ½ pts.
B. Otake, Meijin 292 plays

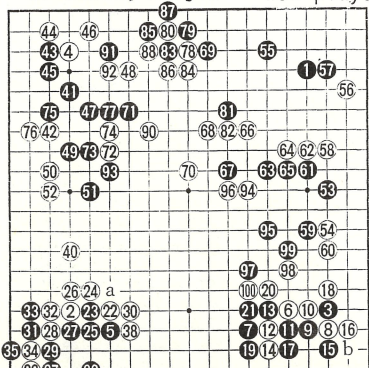


Fig. 2

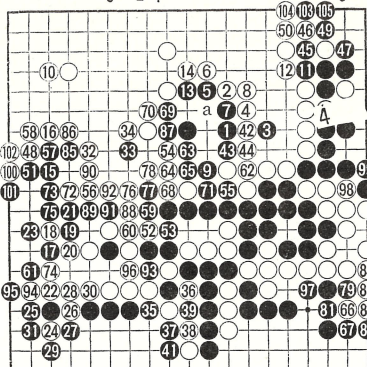
125= 75 (ko)
137= 78 (fills)
149=130 (fills)

154= 20 (takes 6)
155= 19 (takes 1)
176= 25
183= 69

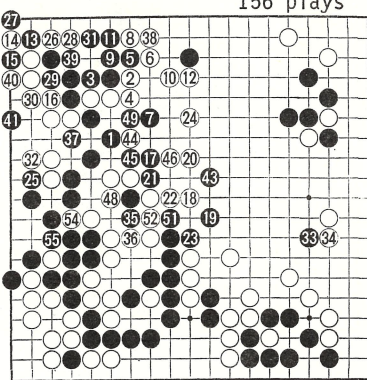
Fig.1

1 - 100

89 at 80

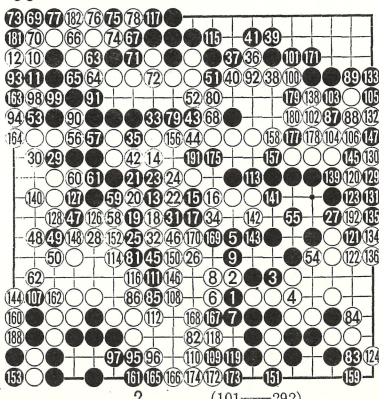


2 (101—205)



2 (101—156)

42 takes ko at 14 53 takes ko
47 " " 56 " "
50 " "



2 (101—292)

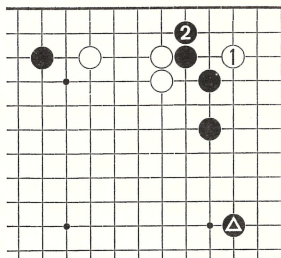
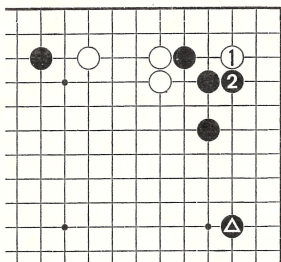
184= 73
185=181 (ko)
186 up & rt of 153
187= 77 (takes 10)
189 fills rt of 153
190 fills rt of 188

18 HINTS TO IMPROVE YOUR SUJI

by Masubuchi

HINT #9: THE ESSENCE OF AJI

B2 here is a strong play. Even if B△ is present, B should not try for territory.



B2 here is a weak play. The presence of B△ often tempts B to take territory.

HANDICAP STONES ARE NEAR THE CORNERS

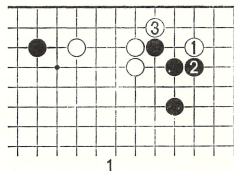
It is correct to regard a corner in which you have a handicap stone as your sphere of influence, but it is not correct to regard it as your territory. Such thinking is dangerous.

Handicap stones are given to you without any effort on your part; they are like an inheritance. Thinking you can have an easy life just by sitting on an inheritance is wrong and most often leads straight to bankruptcy. Inherited wealth will not grow if one solely strives to hold on to it. Only actively using it gives you a chance to double or triple it.

Regard the handicap stones as a base of power to be built upon. This is the attitude to remember.

Diag. 1 - BACKWARD THINKING

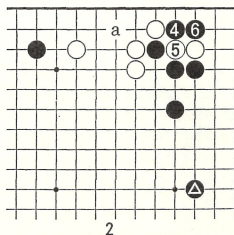
Against the invasion of W1, B answers at B2. As we have seen (Hint #8), W's group becomes safe with the hane W2. B2 is a manifestation of backward thinking and the sort of play which doles out the inheritance.



Diag. 2 - White is secure

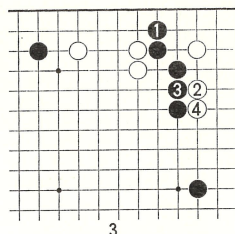
With B4 and 6, B secures the corner and complacently feels safe and satisfied.

This is how a loser thinks. Referring again to the last hint, W is absolutely safe because of the kikashi (forcing play) at Wa. It is White who gets security. Black merely succumbed to the temptation of a small gain.



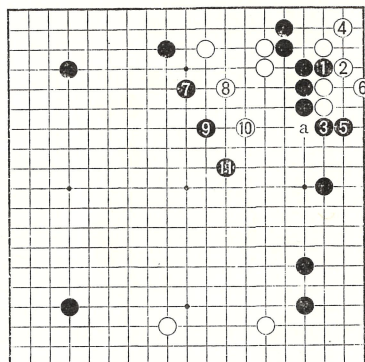
Diag. 3 - STRONG WIND

A strong wind is needed. It is preferable for B to take an attacking posture by descending to B1. This is the way to utilize your inheritance effectively as a power source. For W2, B connects at 3. With W4, B loses the corner but gains in potential. This is the correct and desirable attitude.



Diag. 4 - OBVIOUS ADVANTAGE

Continuing from diag. 3, B goes on to settle the shape in the corner with B1 and 3. W lives small with W4. After kikashi B5, B attacks on a large scale with B7 and 9 pushing W toward the wall B took in exchange for giving up the corner. Note that the direction of the attack should be from the weaker side toward the stronger. The sequence to B11 is one possibility, but note how easily B can build up a tremendous influence on the left - leading to an obvious advantage.



Diag. 5 - LARGE SCALE ATTACK

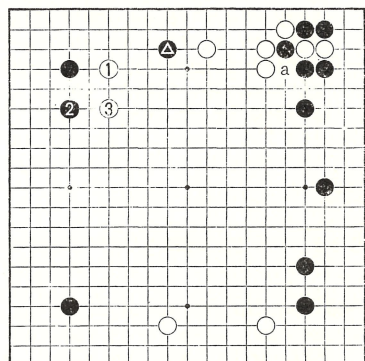
Consider the situation if B simply defended the corner. W would not take at "a" (refer to Hint #8). The result is that BΔ is close to W's thickness.

With this in mind, W would play at W1 and if B2 then W3 initiates a large scale attack on BΔ. If B gives up BΔ, then later W can turn to the capture at "a". You can judge for yourself which is better; this or the last diagram.

There is a sense of security in immediate cash; but there is little potential for growth in it.

In a go game you have to fight for potential; the profit comes later.

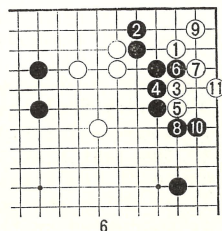
The choice between diagrams 4 and 5 is obvious.



Diag. 6 - EVEN IN THIS CASE

Even if W's form looks more secure as here, as long as there is a possible attack, B should descend to B2. W3 to 11 is a one way street.

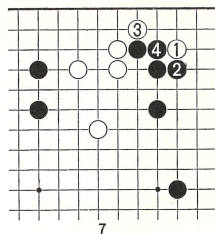
After this the attack may be difficult. You must proceed in coordination with the surrounding position. Even if you lose the game this way, at least you will have given your opponent a hard time.



If you assume the correct attitude, "use the handicap stones as a power source", you can be sure that the time will come when you can harvest your fruit.

Diag. 7 - WEAK

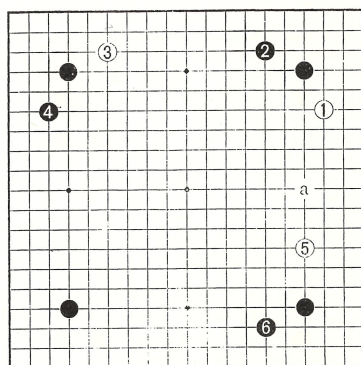
B2 and 4 are indicative of a weak mind which clings to cash in the corner and loses a chance to attack. If this happens to be a consistent policy in a particular game, there may be something to be said for it. It should not be followed invariably or you may never understand the power of the hoshi stone.



Diag. 8 - SMALL KEIMA (KNIGHT'S MOVE)
Four stone handicap game

Black answers White's kakaris in each case with a small keima: B2, 4, & 6. "A small keima is safe. With four handicap stones, I can probably get by" is a typical statement; but in the very expression "get by" you can sense the weak attitude. The hoshi stones are not there to help you "get by". I venture to guess that 9 out of 10 small keima players are those who collect cash from the start.

So W5 is a probe. W may be thinking, "my opponent hasn't got the guts to play at 'a'".

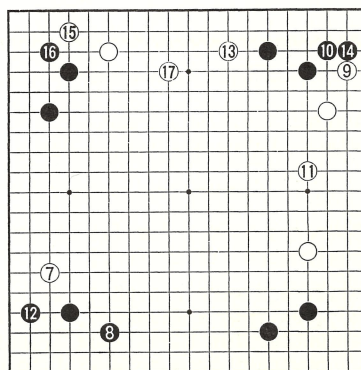


Diag. 9 - THIRD GENERATION

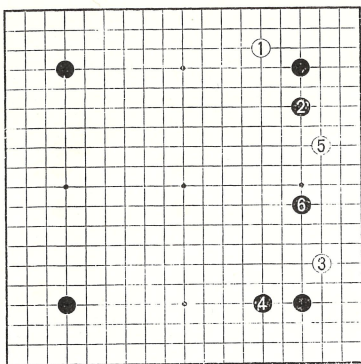
The sequence from W7 on is hypothetical. While B is concentrating on securing the corners, W is playing freely and narrowing the gap.

This is a typical style played by the third generation descendant of a man who made a fortune.

Since the game is proceeding peacefully, it may take a long time for B to lose; but at the same time, it will be hard for him to win. The outcome will depend on yose. A game like this is not exciting and will not improve one's technique. Playing this kind of game, you can not grasp the power of the handicap stones nor come in touch with the mind of a stone. There is a more important objective than merely winning.



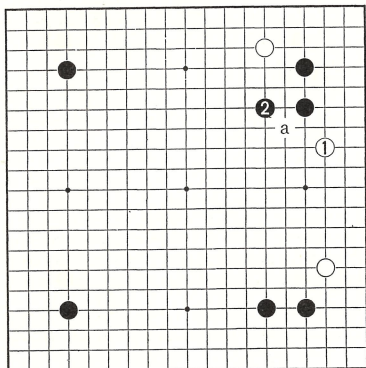
Diag. 10 - APPLICATION



For W1, answer with B2. To utilize the handicap stone, this jump is most effective. For W3, again B4. The maximal extension to W5 is a typical play in a handicap game. For W5, B should jump in with B6 immediately.

Engage your opponent when he enters your arena, your area of strength. his accords with the iron rule of a handicap game. In the course of the fighting, those high black stones are going to be helpful. Start playing this way and the inheritance will increase manifold for the first time.

Diag. 11 - NOT GOOD



In no case are the hoshi stones for decoration. You must bring them to life.

It is neither good to focus on securing territory from the start nor to attack continually. The balance is hard to find. But for W1, a play like B2 or Ba is a manifestation of a defensive attitude. Since this point is important, we shall examine it in the next hint. Be aware, there are no "safe" fights; a fight involves risk. But through the thrill of this risk, you can acquire your strength.

Next issue: Hint #10 "Sweet and Salty Hands"

Maryland Open Tournament - first round - 30 May 76

White: Paul Yum, 6 Dan

Black: Larry Brauner, 6 Dan giving 5½ pts. komi

Commentary by Larry Brauner

Comments by Mr. Yum (at the time of the game) or by the editor are designated (Y) or (ed.)

B1, 3, & 5 were played quickly. Apparently a pre-decided opening. (ed.) W8 goes into a standard, well known joseki. This joseki may be somewhat better for Black locally, but W gets sente. It is rarely seen that much nowadays because W will be under pressure to reduce B's center. B will have the burden of playing a fighting game and trying to build up a large moyo. One of the problems for W in this variation is that B has several sente moves; B at 130 or 135 is sente threatening to capture W22, 24, 26 with plays at 133 and then 181. B can also seal W in with

gote at any time with a play at 182. The final formation is strong for B because 130 is B's sente; so W cannot be too aggressive in this area.

There is another idea for W instead of this joseki: W at 19, B28, W one point to the right of 27. This tries to counter B's strategy from the beginning. If B isn't careful, W will build up a moyo (Ed.: literally lake, a large territory). W needn't worry; B has little territory, only potential, while W has the two komoku stones. It isn't as though B is running along the fourth line; W wants to neutralize the center and counterattack. Continuing from here, one theory is that B should play at 137; it may be the best move. But W

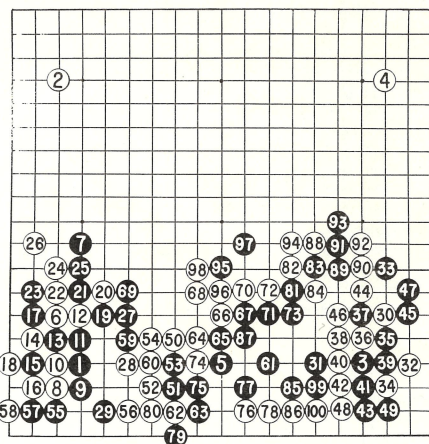


Fig. 1 1 - 100

will answer at 149 or 151 making a shimari in the corner. The outcome leaves B with a stone which has approached from the wrong direction. It would have a better feeling if B could kakari at 151. This is a very difficult fuseki for B and he has to be ready to fight it. It is W's ball park where in the actual game it was B's ball park.

W28 This is hamete (trick play). The hope is that B will make some kind of a connection. The trap is that, if B plays simply to connect, sometime later in the game W gets a hane beneath 9 with sente. (After 28 is no longer valuable and could be sacrificed)

B29 is a counterplay and a gain for B who now has a connection to the right, no W sente move (below 9), and a play at 55 with backing. If W blocks at 57, he gets gote. Effectively W's corner territory is reduced because in the end game B will get to make a corner play before W.

W34 46 might be better.

B35 B's goal is to build up central influence. E.g. with W at 102, B37.

W36 Avoids the above sequence.

B37 B must atari first then connect at 39.

B47 At this point I missed my chance. I should have gone at 102. Then W would have no approach; B would have the corner and if anything the W stones are a liability.

W48 is now sente. W gets to block; and although he is not threatening capture, he is threatening a watari below 43. (After W at 49, B must connect at 102; if B blocks, W cuts at 102 and B is dead.)

W50 is too impatient. To run with 28 is unnecessary. I would prefer W50 at 61.

W52 A long pause. W's play had been rapid up to 44 then slowed. (ed.)

B55 A blunder. If at 80 instead, B is connected, has the upper hand, and W's stones become a liability for him.

As of 60, it is a sad state of affairs for B. I have made two critical mistakes and the situation is very bad.

W68 (After a long pause - ed.) forces 69. If not, W at 69, B right of 27, W right of 69, B extends right, W connects, and B cannot cut because of damezumari (shortage of liberties).

W74 W should block at 81. Then B would have to be concerned about his group. Up to B87, W's attack gained him nothing while B has made life, is strong on both sides, and has hopes of counterattacking.

B99-101 limits W to one eye.

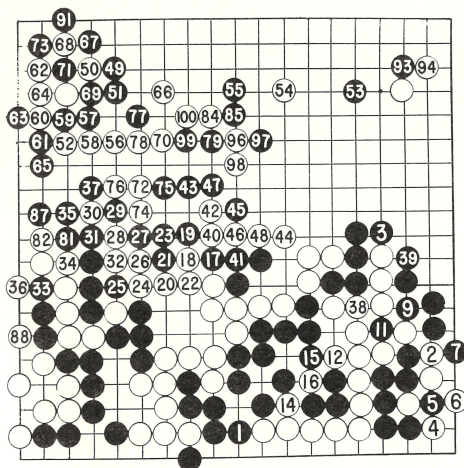


Fig. 2 101 - 200

108=34 113=30 189=129
 110=105 180=130 190=150
 111=37 183=129 192=130
 186=130 195=129

B103. Ridiculous! A disaster. I should have captured at 5. Instead it's ko.

B109. Threatens a change of kos to a better one for B - because it would save the threatened stones and cut W if B wins it.

W110. W should have answered the ko threat.

W112. The only threats B would answer involve this group.

B113. Fills! Should have answered at 115!

W114. A disaster! (Y. "Oh boy, I made a terrible mistake." Brauner replied, "Now I don't even have to fight.") W could have won the semeai with a play at 115. After 114, W has to capture in gote with 116. The whole complexion of the game has changed. All of a sudden, I have a nice corner and a strong position on the outside; W has more territory, but he has a liability.

Up to 123. I'm giving myself bad shape, but I really hope to attack this group.

W124 to 136. All this is unnecessary for W. Now B has a very strong shape, and all W has is 140. (Mr. Yum seemed very agitated up till W142. ed.)

B143 B's idea is to wall W in with sente and he achieves it with 143, 145, 147. So his stones at 117, 95, 141, 97 have served their purpose.

W148 W should atari first at 250 to give him something to work with later and then connect at 148.

B153 I still don't have much territory. All I have is the wall, so I had to keep on the attack rather than make a stable position with the 149 and 151 stones.

W156 A mistake. It doesn't work tactically. Another idea is W156 at 185, B184, W right of 185, B connects, W at 239.

B179 Very aggressive. I'm trying to attack the whole thing at the same time on a large scale. I played carelessly from here on; I was too greedy.

B203 is a mistake. After W204, W is established on the top side and it is too late to capture the center stones. B gets into a shortage of liberties very easily. Anyway B's taking the side would have been enough. After 204 the situation is again in W's favor.

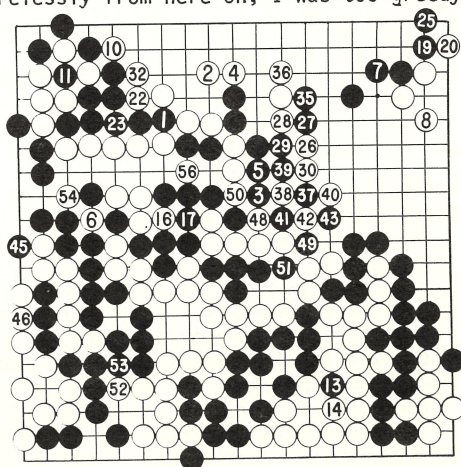


Fig. 3 201 - 257

206=130 213= 31 221=129 234=130
 209=129 214= 99 224=130 244=238
 211=171 215=129 231=129 247=237
 212=130 218=130 233=150 255=129
 257=145

W206 W could have considered a play at 207.

W226 - B247. I was careless about my liberties. Things got bigger and bigger. Up to this point it is still a fighting game.

W246 After the game Mr. Yum commented: "A very complicated mistake I made. I should have given B this one (the lower left corner) and taken the center. It is worth maybe 80 points." Mr. Brauner replied, "But then I get the whole left side." Yum: "The exchange is better." (ed)

W248 A blunder. W fell right into my trap. He should have connected at 249 and then fought the ko.

B257 B is now clearly ahead.

Moves after 257 omitted. W resigns 30 moves later.

Mr. Yum said, "That was an exciting game. I made a fatal mistake early (W114). After that I didn't feel too good. In the later part I tried to recover."

The game was full of blunders. They weren't strategic just tactical errors.

1973 Honinbo Title Match - 4th game

White: Meijin Rin Kaiho

Black: Honinbo Ishida giving 5½ komi

Figure 1.

W18. Manego (imitation game) up to W16. Hane W18 breaks the pattern. With the head-on attachment at 21, Black takes sente and makes a double kakari on W2. Things look good for Black.

W24 to B29 is a joseki. The connection at W30 is a solid play. A hane above 23 is the usual continuation instead of this 30. But in this case, the defect at 30 would become unsatisfactory for White when Black goes to expand his lower side by extending upward from 15.

B33 for W32 is an obvious response. A play at 49 for W34 seems possible; but with kosumi B57, W below 7, B40, W58, and B59 connects, Black secures the right side.

B39. If Black simply extends up from 9 for B39, kaketsugi (hanging connection) W42 is good.

W42. Now White has no choice but to resist with ko. W44 takes the ko (at 6). Ko threatens B45 and 51 are free.

B55. A simple connection at 57 is also possible.

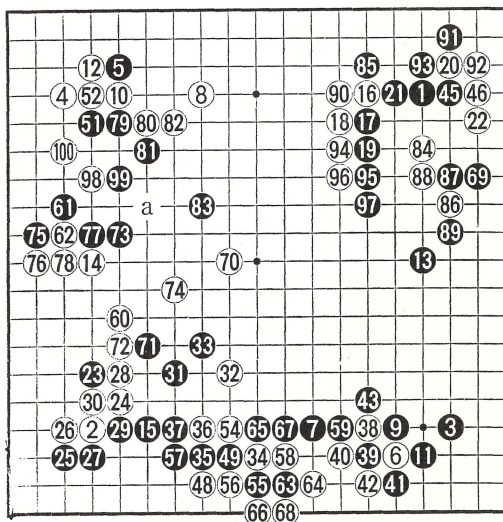


Fig. 1 1 - 100

44 takes ko	50 takes ko
47 " "	53 " "

W60 prevents an invasion to the left of 60. But White should have protected the connection at 65 by playing one point above 65.
 B63 is a sacrifice. By giving up these two stones, Black shuts White in tight. The cut at 65 without first playing 63 does not work; White can push out at 67.
 B69 is very severe. If instead Black wants to emphasize the center, a play above 70 or thereabouts is good. But the center is hard to secure. An extension to 86 would also be very big.
 W70 is vital to erase the Black moyo.
 W72 connects. A keima to the right of 73 is also possible, and it would lead to a completely different game.
 W74. Bridging to the center is solid.
 B79, 81. The game will depend on how sabaki is played around here. If Black pushes down to below 4 (for 83), then White encloses Black at a.
 W84, nozoki (peep), is a good probing play.
 B85 is a counter move. It would be too timid to defend at 86.
 W90. After building a thick wall with W90 to 96, White launches a severe attack on the left side with W98.

Figure 2

B1, magari (bend), aids the left side group. When White lives in the corner with W2, Black saves his group with B3.

W8, kosumi, is good. W's plan succeeds.

W12. A connection at 15 for W12 is not bad. If Black answered at 13 then W14, B12, W27, B26, W71, B29, White one point to the right of 27, B50, and W81 would leave White alive. So Black would have to connect at 12 instead of 13; and the outcome would be undecided.

W18, nozoki, is the losing move. Black answers at 19; White connects with 20; then with B21 etc.,

Black secures a large territory in the center. Alternatively at 18, White might play at 36. The likely continuation is B20, W64 (kake), B19, W31, B21, W22, B above 30, W30, B24, W23; and when Black takes two stones (4 & 6), White can settle to 86. The outcome of this line leaves the game still close. In this same line if Black comes out to 35 after W's kake at 64, White can extend downward from 64 giving up the seven White stones but endangering the Black group on the left. For W18 in the game, the connection at W20 is not playable because of B34.

Black wins by $7\frac{1}{2}$ points.

186 plays.

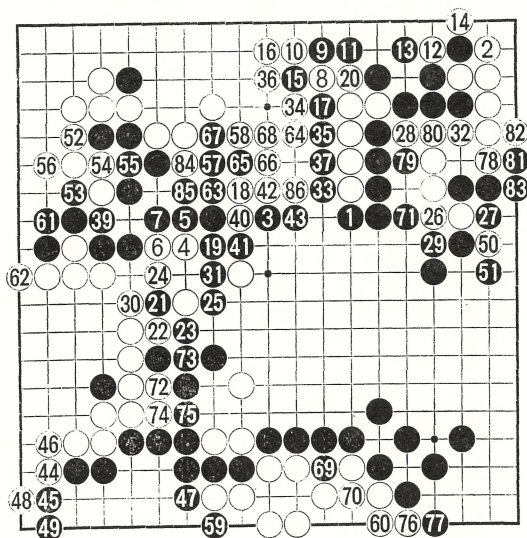


Fig. 2 101 - 200

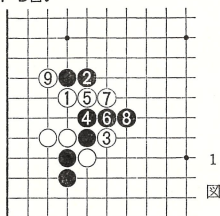
35 at 15

FUJISAWA'S JOSEKI JOURNEY

"Leave Double Kikashi Alone"

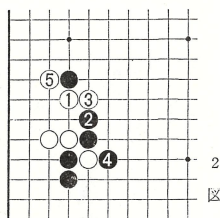
Reference Diagrams - EXAMPLE

A novice is tempted to play atari at either a or b and must learn to resist. Leave double kikashi alone! Don't bother with BΔ.



1

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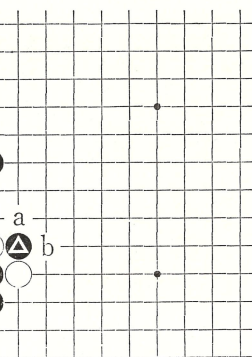
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Diag. 3 - JOSEKI

Degiri B4 and 6 shows kiai (fighting spirit) against kake W3. Remember, tsuke W7 is the tesuji here; ate at a or b is vulgar.

After B8 (an alternate to B2 in diag.2), White extends to 9. B10 and W11 give both sides good shape.



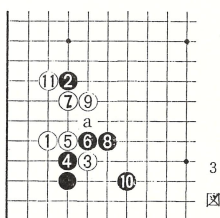
Diag. 1 - SABAKI SAMPLE

Tsuke W1 is the correct play.

For Black to stand with B2 isn't good. First White will give atari with W3 and then push through with 5 and 7. After this well-known, "driving" tesuji, White makes shape with the hane at 9.

Diag. 2 - JOSEKI

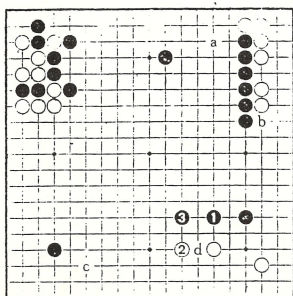
An extension to B2 immediately after tsuke W1 is joseki. After W3, Black grips one stone with 4; and hane W5 again gives White good shape.



3

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Answer To Cover Problem:

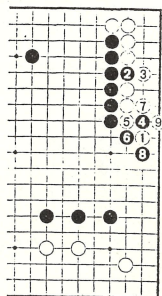


1

(W2 is a necessity; otherwise tsuke Bd is too severe.)

Answer: Central game

Diag. 1 (cap) There are several good points: a, b, & c, for example; but choosing any of them here would be a misjudgement of the situation. In this game one has to aim at building a moyo. If B plays a, b, or c, W will jump to 1 and the balance will be upset. Thus B1 is an urgent move above any other. If W2, then B3 extends the moyo



2

Diag. 2. (Block) If W tries to break out along the right side with W1 here, B has 2 through 8 to block him.

AGA RATING READOUT - JUNE 10, 1976

A MEMO ON THE RATING SYSTEM WILL APPEAR NEXT ISSUE. A PROVISIONAL REPORT APPEARS ON PAGE 3. THE "ACCURACY BASE" NUMBERS HAVE BEEN ESTIMATED; ALL RATINGS ARE NOW EQUALLY WEIGHTED. TOURNAMENT AND INDIVIDUAL MATCH GAMES COUNT EQUALLY; BUT ONLY THE FORMER ARE USED FOR LARGE CORRECTIONS. BELOW IS THE APPROXIMATE RATING/RANK RELATION.

1000-1200:30th kyu	2800-3000:21st kyu	4600-4800:12th kyu	6400-6600: 3rd kyu
1200-1400:29th kyu	3000-3200:20th kyu	4800-5000:11th kyu	6600-6800: 2nd kyu
1400-1600:28th kyu	3200-3400:19th kyu	5000-5200:10th kyu	6800-7000: 1st kyu
1600-1800:27th kyu	3400-3600:18th kyu	5200-5400: 9th kyu	7000-7200: 1st dan
1800-2000:26th kyu	3600-3800:17th kyu	5400-5600: 8th kyu	7200-7400: 2nd dan
2000-2200:25th kyu	3800-4000:16th kyu	5600-5800: 7th kyu	7400-7600: 3rd dan
2200-2400:24th kyu	4000-4200:15th kyu	5800-6000: 6th kyu	7600-7800: 4th dan
2400-2600:23rd kyu	4200-4400:14th kyu	6000-6200: 5th kyu	7800-8000: 5th dan
2600-2800:22nd kyu	4400-4600:13th kyu	6200-6400: 4th kyu	8000 up: 6th dan

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 MATSUDA, T. 8307
 LEE, HEUN YOUNG 8258
 BRAUNER, LARRY 8124

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 CHING, YAU-CHAU 6903
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 AULT, JAEV 6950
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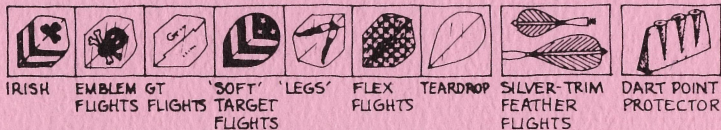
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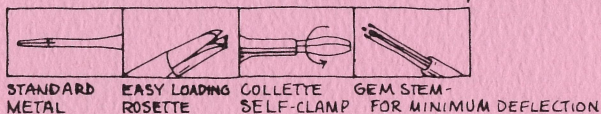
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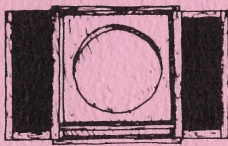


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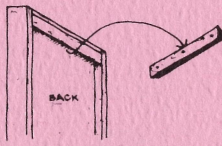
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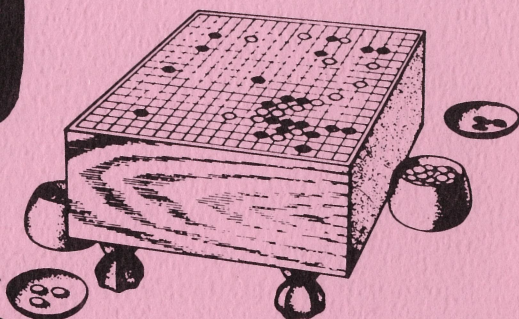
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